

This patch is in UPS format and the archive comes with custom patching programs for Windows, Linux, and Mac (save files from the previous versions of the translation will still work with the new patch).

Game information

Japanese title	母の3
English title	MOTHER 3

ROM information

Database match	Mother 3 (Japan)
Database	No-Intro: Game Boy Advance (v. 20210227-023848)
MD5	AF8B0B175F7EC8914CB87B3161BA1AAA
SHA-1	4F0F493E12C2A8C61B2D809AF03F7ABF87A85776
CRC32	42AC9CB9

First, unzip the contents of this zip file to a folder/directory. You should find the following files:

- mother3_windows.exe.
- Mother3UPS.app.
- mother3_linux.
- mother3.ups.

Second, you will need to obtain a ROM of the Japanese version of MOTHER 3. The file should be 32 MB in size. Put this file in the same folder as the files from above.

- If you're using Windows, run the mother3_windows.exe file.
- If you're using a Mac, run the Mother3UPS file.
- If you're using Linux, run the mother3_linux file.
(The Linux patcher was compiled under Ubuntu, if it doesn't work, try manually applying the UPS patch with

something like byuu's tsukuyomi UPS utility. Also don't worry about the fact that the program still says "version 1.0", it will still patch the 1.2 patch despite what it says.) Note that the patching process may take a while on an old computer or if you're running it off of a flash drive. For most people, it should only take a matter of seconds to patch.

The patching utility is very simple. Simply tell it where your ROM file is, and then hit Apply patch.

If your ROM is a bad dump or if something is wrong with the ROM file, the patching utility will inform you of this. Make sure you have a correct dump of the original Japanese ROM, and that it hasn't been modified in any way.

Note: If you're using a recent build of VBA-M, you can use the soft-patching support for UPS patches. If you don't know what that is, just ignore it and use the normal patch procedure listed above.

User guide

Resources

- Tomato's MOTHER 3 fan translation notes and technical notes.
- MOTHER 3 Handbook. A visual fan-made guide. The online version is free, but you can also order an actual print version of it to have at all times.
- Starmen.Net Mother 3 Walkthrough.
- Simple, Non-Spoiler Walkthrough.
- Translation tools and save files for testing.
- Some of the deleted/hidden MOTHER 3 content scattered throughout the ROM.

FAQ

Q. I can't save my game! What's wrong? Help!

This happens primarily with Mac emulators. There are several possible fixes to this:

- If you're using Mac VBA 1.7.4, perhaps try 1.7.2 instead.
- If that still doesn't work, try another emulator.
- Trying fiddling with emulator's preferences. Setting the flash save size to 64K might get the game to save properly.
- Try downloading someone else's save file and putting it wherever your save files normally go. This seems to fix the saving problem for some people.
- If you're not on a Mac, try using the Save Fix option of the GBATA utility. It shouldn't be too hard to find GBATA.
- If all else fails, try applying the save fix patch that's available at the translation project site. Some flash carts also have saving problems, and this save fix patch seems to work equally as well on Mac emus and flash carts.

Q. The patching utility says it can't find mother3.ups, but I see mother3.ups right there!

You need to unzip the .zip file fully. Running the patcher program directly from the .zip file won't work. Consult your .zip program instructions if necessary.

Q. I double-click on the .zip file but nothing happens!

If your computer doesn't have .zip file support (most computers in the last 10+ years have support by default), look on Google for things like 7-Zip or WinZip.

Q. The game gets stuck at the intro screen. Help!

You can skip this normally by pressing any button. If you're using an emulator, keep in mind that you might need to set up what keyboard keys act as what GBA buttons.

Q. I can't get the battle combo system to work right! Help!

To get combos in battle, you have to tap the A Button in time with the beat of the music. Some songs are more difficult to combo to than others.

Also, because of the nature of emulation, the precise

timing needed may get out of synch. If you're having trouble getting combos on an emulator, try these things:

- Try a different emulator, or a different version of your current emulator.
- Try turning the emulator's frame-skip setting to 0.
- Close all other programs that you might have open. You might want to restart your computer, too. This may help speed emulation up a bit.

Sometimes some songs are just made to be difficult to combo to. There is an item in the game that will let you hear the beat more clearly, and there's another item that will let you practice combos on any enemy you've fought before. Take the time to gain some real-life experience to make combos easier.

Note that combos are NOT needed to get through MOTHER 3. They're just an added bonus for players who take the time to master them.

Q. The game crashes/freezes on my hardware!

This may be a hardware-specific problem. See if you can't find more info about your hardware. Consult this forum thread if you have any problems running the translation on actual hardware.

The M3 brand of hardware seems to be the most problematic.

Q. The music seems to speed up in the main menu sometimes, but not always.

This is an issue with VBA-M and other emulators based on VBA-M. The problem doesn't occur on other emulators or actual hardware.

Q. I'm experiencing slowdown in the forest area at the beginning of the game. How can I fix this?

This is actually entirely an emulator issue, and occurs with the original game, too.

Try tweaking your settings a bit. It may help a bit, but

probably won't fix it completely.

Q. I want to use save files from the Japanese version or the old menu patch version, but the names get screwed up in the English version! Help!

You can use the save file convertor tool for Mac, Windows, and Linux. Made by the translation team.

Extras

For the translation, there are a few extra features added (not found in the Japanese game). These are unobtrusive and will only be found by completionist-type players.

- In the game, there is an item called the Battle Memory. This keeps a record of every enemy you've fought. If you manage to completely fill this log up, a silver star will appear on the Battle Memory screen as a badge of your greatness.
- Similarly, if you find every enemy and log all the possible front-facing and back-facing/alternate sprites for all enemies, a gold star will appear on the Battle Memory screen.
- There are a few other hidden features, but you'll have to discover them on your own. They're sure to please, for those who try hard enough.

Note that no new enemies were added in the translation.

No unused bosses were added. No unused music was made accessible. No new areas were made accessible.

Only the extras listed above were included.

If you'd like to mess around with unused content from the game, see this topic about hidden/unused stuff.